

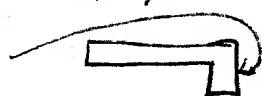
Typing
Completed
Fang
To ops fang

31 July 85 101 OTHER JIA 2ND SESS

SITE IS A LARGE FENCED
IN BUILDING BY OCEAN.
AT LEAST TWO OTHER BUILDINGS
INSIDE FENCE LINE. ONE RESEMBLES
A CUPOLA. IT IS BETWEEN
BUILDING AND THE SEA.

ENTERING CUPOLA. I SEE LARGE
OBJECT TALLER THAN MAN MOVE
AWAY AND FIND A PIANO LIKE
OBJECT (SEE SKETCH) LIKE OBJECT
TAKER ON SOME OF THE ATTRIBUTES
OF PIANO LIKE OBJECT (POSSIBLY
RELATED?). FIND 3 WIERD
SHAPED DESKS (SEE SKETCH)
(I AM ALSO SEE A LOT OF
ANGLES AND CORNERS MAYBE AM NOT
INSIDE A ROUND CUPOLA.)

A FEW FEET FROM ONE ONE
IS A LONG, THIN, LOW, WHITE,
PLASTIC LIKE TABLE. CHAIRS ON
BOTH SIDES OF TABLE. TABLE IS
TO THIN TO BE FUNCTIONAL.

MOVED TO AREA OF INTEREST
SEE AN AREA LIKE A BOOKIE JOINT.
LONG TABLE (SEE SKETCH) AGAINST
WALL. TABLE LOOKS LIKE A TECH
WORK SHOP. ON RIGHT LEG OF
TABLE  ARE 3 MEN

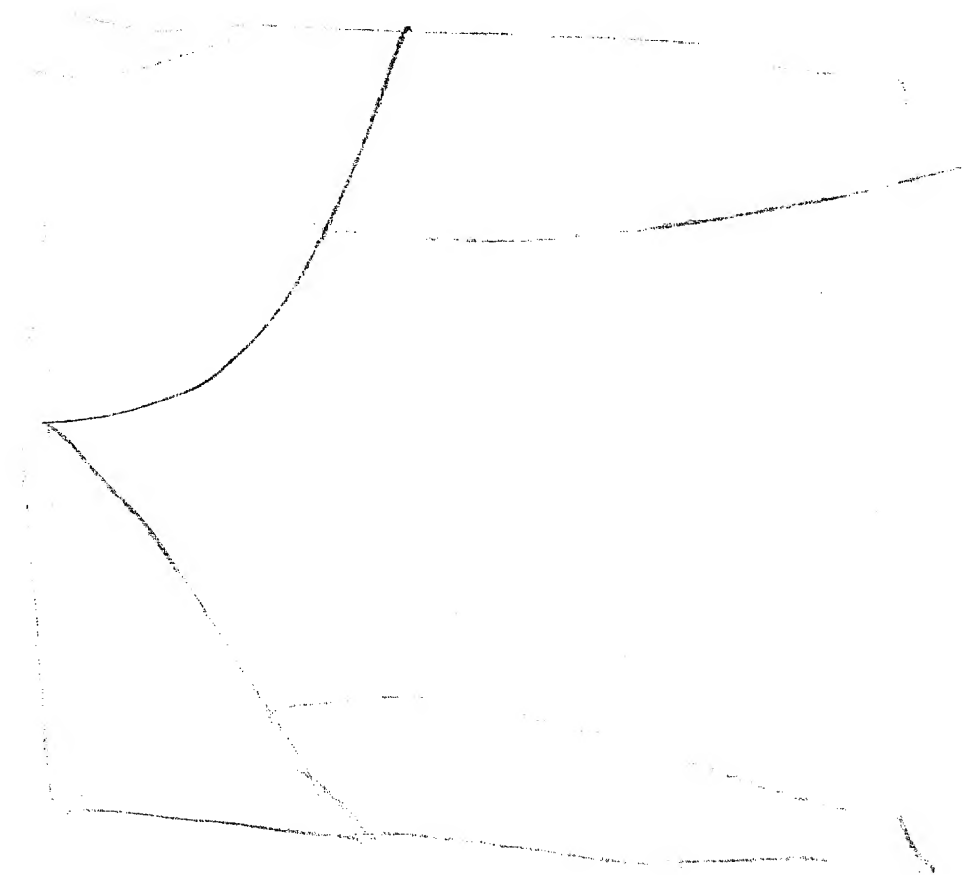
WHO ARE CONCENTRATING INTENTLY,
ARE MOVING AND MANIPULATING
THEIR HANDS AND ARE BENT OVER
THE TABLE. ON LONG LINE OF
TABLE IS AN OBJECT THAT LOOKS
LIKE A 12' LONG SUBMARINE
SANDWICH. IT IS TUBULAR, ENCASED
AND IS TO IMPROVE SOMETHING
THAT ALREADY EXISTS. IT WILL

2

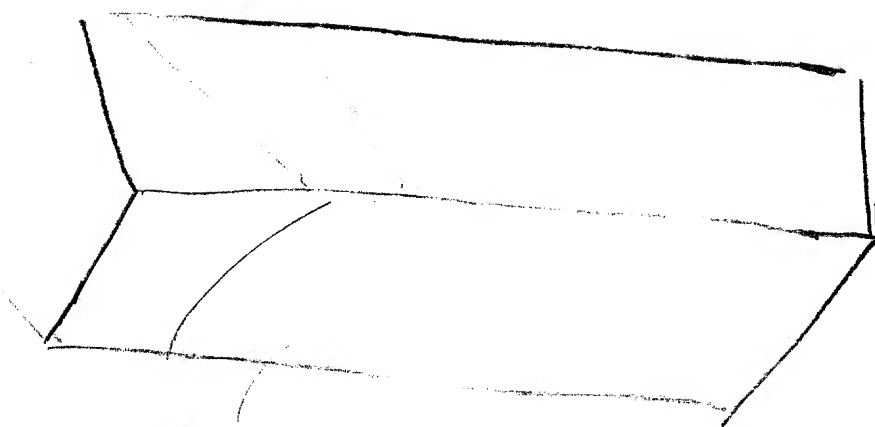
IMPROVE THE CAPABILITY OF
THIS EXISTING SYSTEM.

DURING THE SESSION I GOT
ADLS OF GULF PORT MISSISSIPPI,
NEW ENGLAND SEC COAST AND
ITALIAN CHEFS.

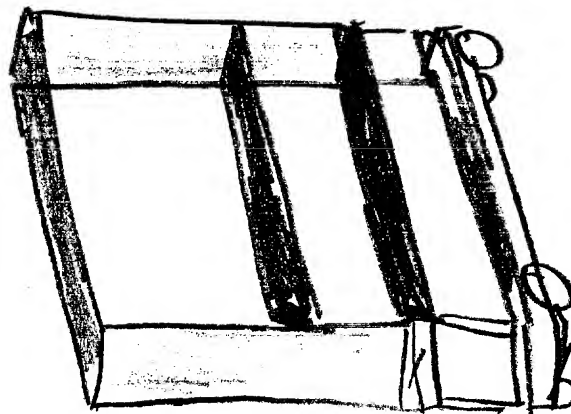
BED
CURTAINS



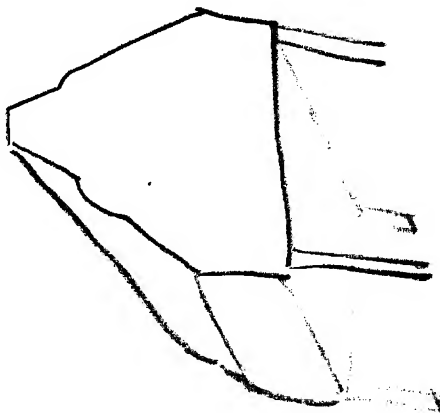
OLD
CONCRETE
PILLAR
LIKE
PARKING
GRADE



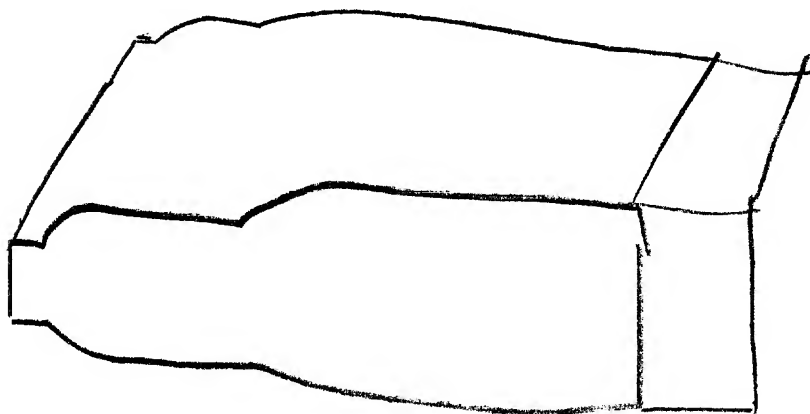
Book
Case
on
Wheels



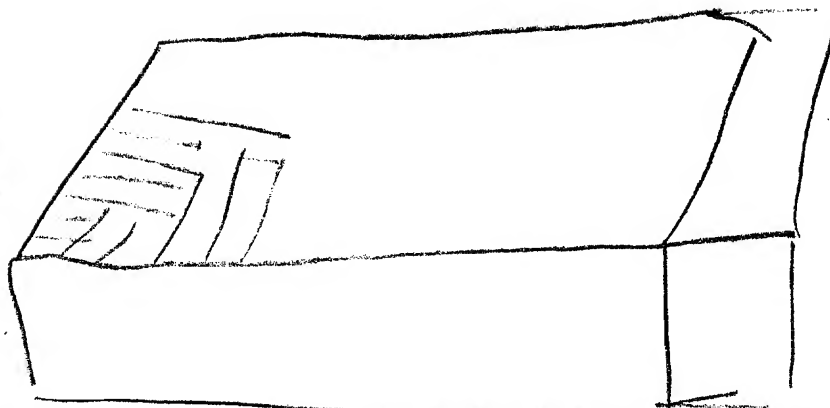
PIANO
LIKE
DIVIC



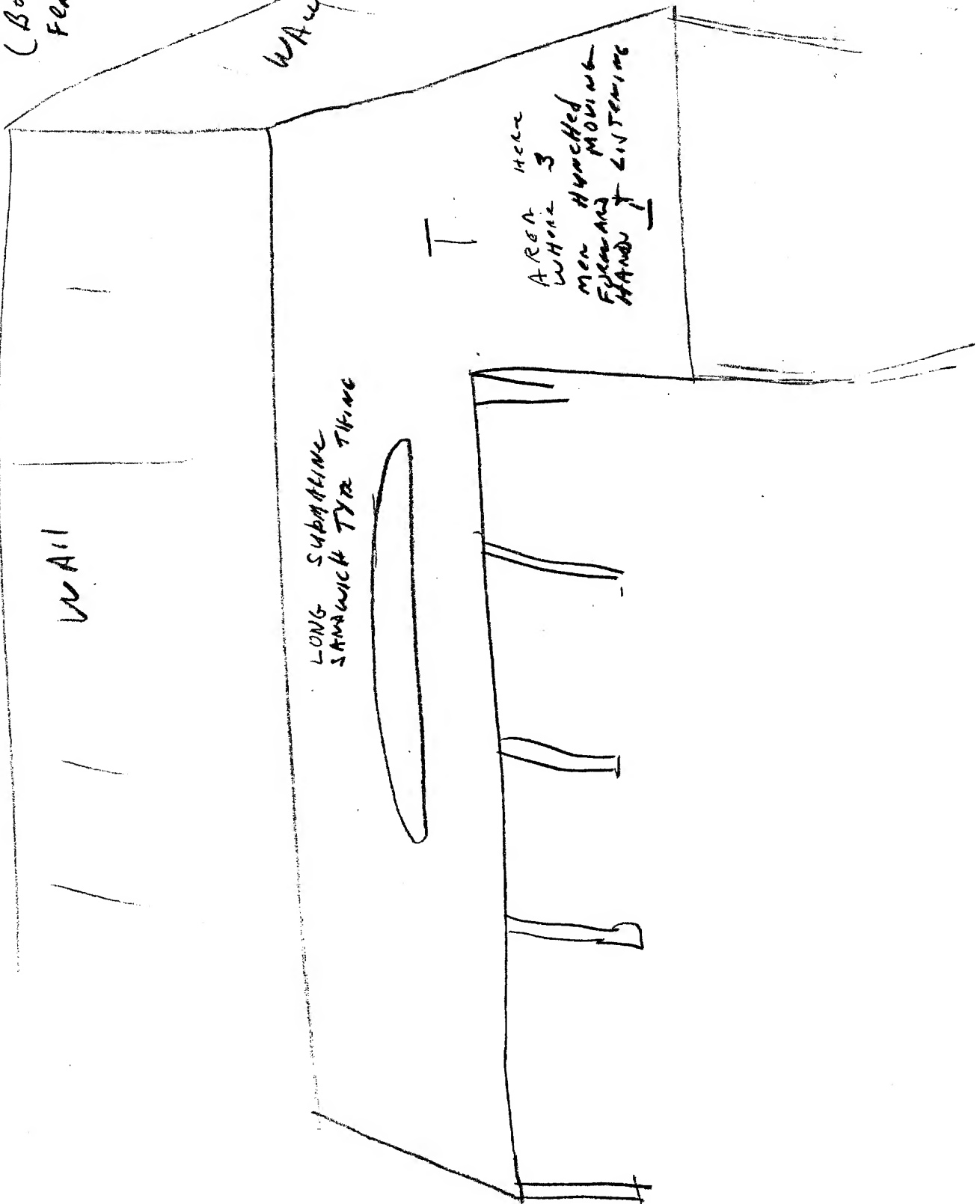
LATEN



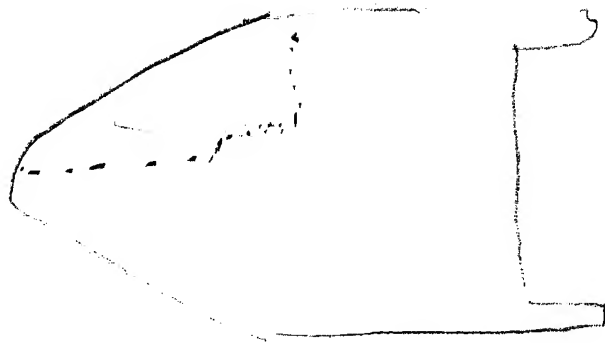
TA
object
← 125



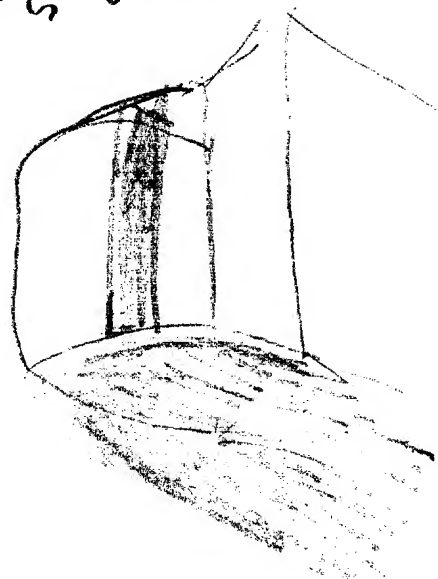
BENCH
LIKE TECH
WORK SHOP
(BOOKIE JOINT
FEELING)



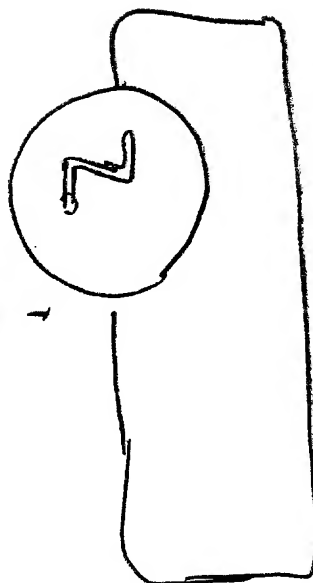
SIDE
DESK



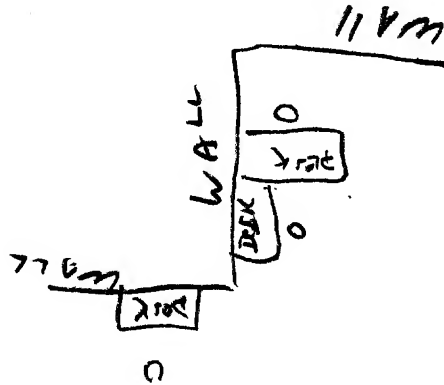
Back
SING
of
Desk



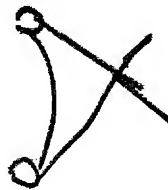
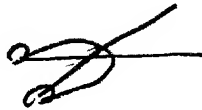
LONG
FLAT
OBJECT
WITH
HANDLE



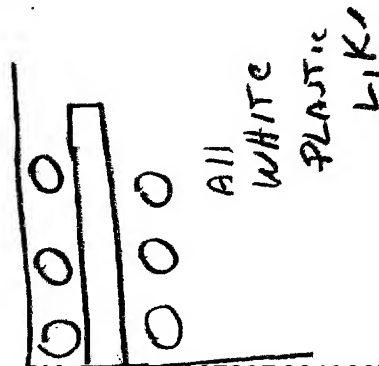
LOCATION
OF
DESKS

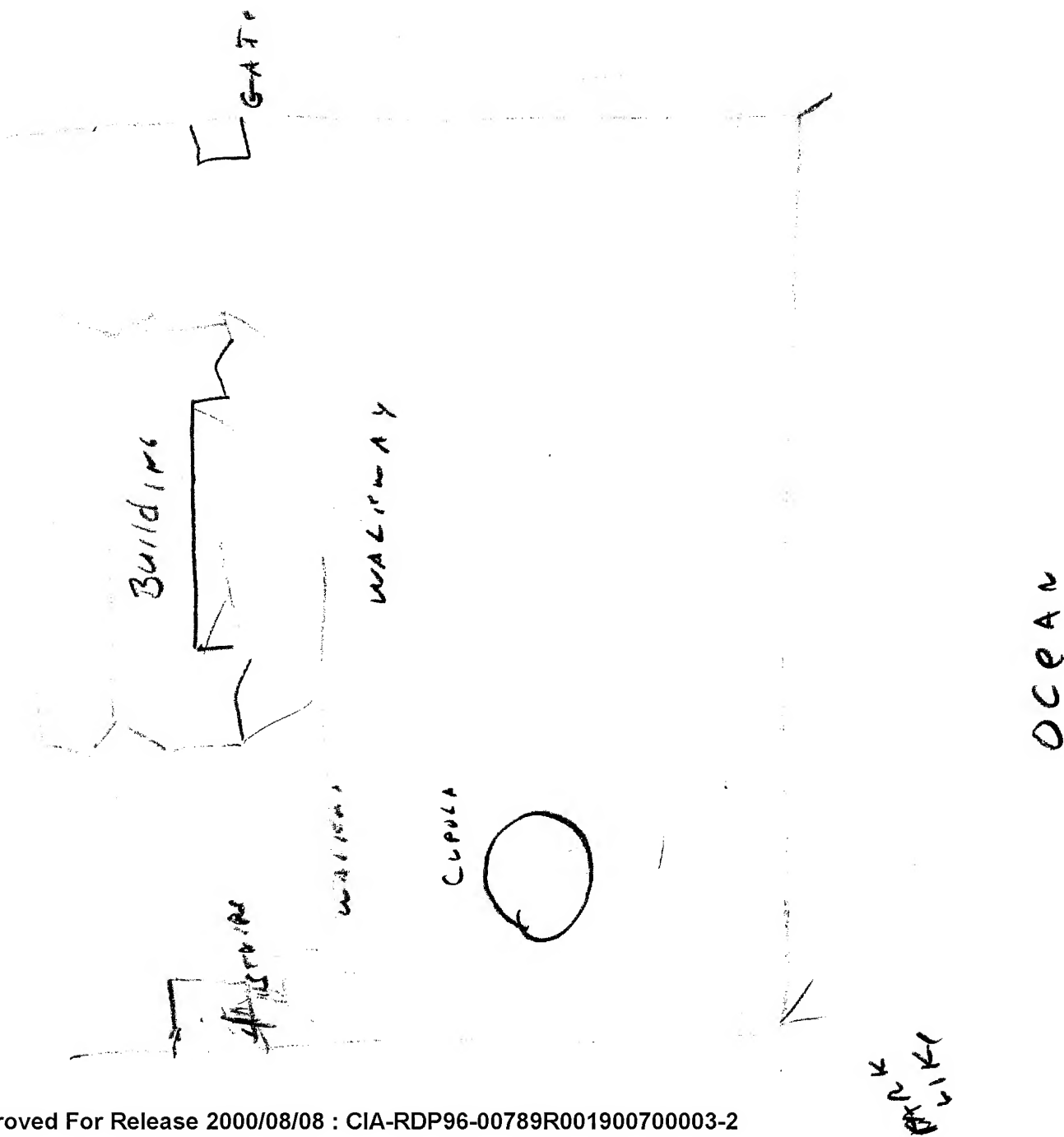


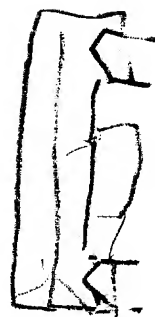
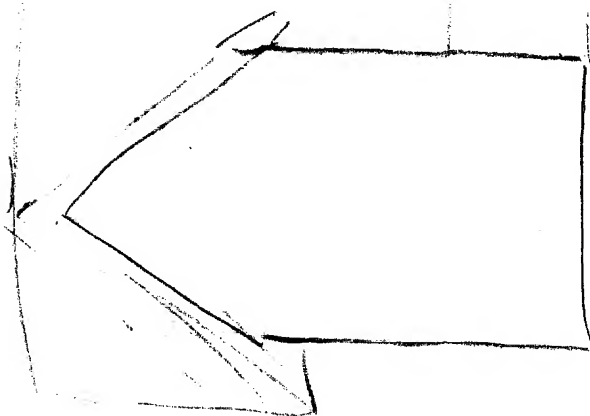
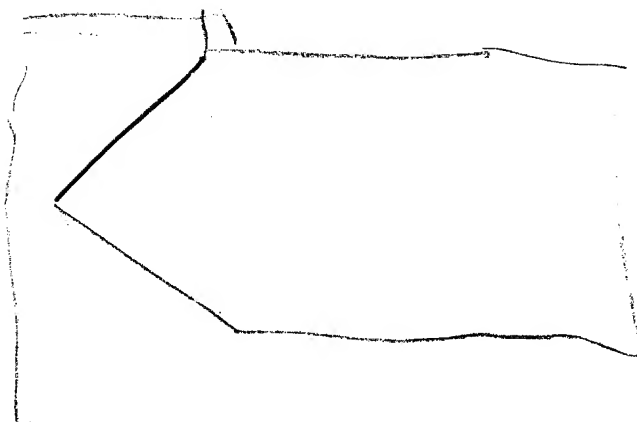
CHAIR
LIKE
PORTABLE
MILKING
STOOL



NARROW
TABLE
WITH
CHAIRS
IN CORNER



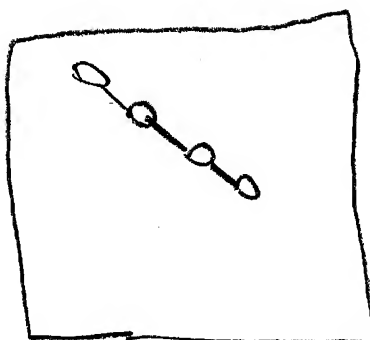




GAME
BOARD
LOOKING
DOWN
AT
DECK

LIGHTS

O ARE



- ① cupola
- ② Bookcase on wheels
- ③ DESKS, round corners
- ④ Piano
- ⑤ OTHER object which should not cross piano object
- ⑥ Table/ chairs in row
- ⑦ TUBES, like NEON
- ⑧ Game board usual
- ⑨ Pillars, bed curtains
- ⑩ Bookie joint
- ⑪ men looking down at table
- ⑫ Tubular object
- ⑬
- ⑭
- ⑮

